

**EFFINGHAM COUNTY RECREATION & SPORTS MANAGEMENT
2021**

9-10U Boys With Pitching Machine Rules

Revised (1/25/2021)

1. **General Rules:**
 - a. **Changing Teams:**

Once draft has been conducted, no player may change teams
 - b. **Courtesy Runner:**
 - i. All players present are in the batting order
 - ii. Courtesy runner for catcher must be the player who made the last out.
 - iii. First inning it is the last person listed on the batting order.
 - c. **Must Play on Defense:**
 - i. All players present will be in the batting order
 - ii. All players must play two innings on defense and coaches must notify the umpire when making defensive substitutions.
 - iii. No reentry in pitching machine leagues due to rule ii. 1.
 - iv. No exceptions to rule c. i.
 - d. **Tied Game:**
 - i. For game that is tied at the end of regulation or time limit, we will play one full inning to break the tie. We will use the international tie breaker rule for all games (placing a runner on second to start all extra innings).
 - ii. If there is still a tie after that inning, each team will be credited with ½ win and ½ loss.
 - e. **Home Team:**
 - i. Home team is the official scorebook. Protests against the score will not be allowed unless the scorekeepers are sitting together.
 - ii. Home team is the second team listed on the schedule
 - f. **Stopped Games:**
 - i. Games stopped at least ½ complete or more will be considered a completed game.
 - ii. Games stopped less than ½ complete will be played from that point at a later time **(UMPIRE MUST SIGN BOTH SCORE BOOKS AT THE STOPPING POINT).**
 - g. **Protest Games:**
 - i. Must be filed on the field with the umpire at the time of the protest and before any more action takes place.
 - ii. Must pay \$ 50.00 to ECRSM staff person before the protest will be considered.
 - iii. Protest fee will be returned if the protest is upheld.
 - iv. No one, including game official or umpire, can deny a coach the right to protest.
 - v. Written report explaining the situation will be due in ECRSM office within 48 hours, weekend does not count.
 - h. **Coaches' Code of Ethics:**
 - i. All coaches must act in accordance with NYSCA code of ethics and ECRSM code of ethics.
 - ii. Any coach acting in an unsportsmanlike manner or in conduct that could prove detrimental to the league, players, umpires, or spectators will be subject to disciplinary action by the Effingham County Recreation and Sports Management.
 - iii. **Disciplinary Action:**
 1. Language unbecoming to the league (suspended 1 game)
 2. Unsportsmanlike conduct at an athletic event (suspended 1 game)
 - iv. **Thrown out of a game (suspended next game and must leave the dugout and park immediately and cannot re-enter the park that day or night)**

- v. **Damage to recreation property (Suspended indefinitely) ****
- vi. **Fighting (Suspended for one year from date of incident and must leave park immediately and not return that day) ****
- vii. **Touching or striking an official or staff member (Suspended indefinitely) ****
**** Police may be called**

i. Players' Conduct:

- i. **Player ejected for the following reason will not be required to sit out the next game:**
 - 1. **Failure to report as a sub**
 - 2. **Removal of helmet after a warning**
 - 3. **Carelessly slinging a bat after a warning**
- ii. **An ejection will result when a player throws or slings a bat in frustration and will result in suspension for the rest of that game and 3 innings in the next game.**

j. Awards:

- i. **We will award trophies or medals to the first and second place teams in each league. If tied for 1st we will have co-champions and No 2nd place winner. If we have a tie for 2nd place we will have co-2nd place.**
- ii. **We will not decide 1st and 2nd place by using head to head competition.**
- iii. **Ties will not result in a playoff game.**

k. Adult in Dugouts:

- i. **We will only allow three adults in the dugout during the game.**

l. Free Substitution on defense:

- i. **Any player present can play defense at any time and coaches must notify the umpire.**
- ii. **All players must play 2 innings on defense every game**

2. Game Play Rules:

a. Pitching Distance, Speed of Machine, & Base Distance:

46 feet, 46 MPH on the dial, & bases at 60 feet

b. Infield Fly:

Infield fly rule will be effect during regular season and also for all stars at the end of the season

c. Length of Game:

1 hour and 15 minutes or 6 innings (All-Star competition will play 6 innings)

d. Run Rule:

8 runs after 5 innings; 12 runs after 4 innings, 15 runs after 3 and 20 runs after 2 innings

e. Official game:

At the end of the third inning it is declared an official ball game. If the home team is ahead after 2 ½ innings, this is also an official game.

f. Adjusting machine:

Will be done only by the umpires

g. Machine set incorrectly:

If a pitching machine is set incorrectly to start the game and is not discovered until mid-point of an inning; then the complete inning must be played that way.

h. Free Substitution:

Free substitution may be made at all positions. Ten players will be on defense. Four players will be in the outfield.

i. **Playing short:**

You may play with 1 less player than required, with no penalty. If you play with 2 less players then the 9th batter will be an automatic out. You must play with a catcher and pitcher at all times.

j. **Player Injury:**

If there is an injury and the umpire thinks it is serious, he has the authority to call time out at that moment, and award appropriate bases later, before further play. If a player is injured during a game and cannot bat. **RULING: IF YOU STILL HAVE 9 OR 10 PLAYERS, YOU WILL NOT BE PENALIZED.** Just skip those slots. If you have less than 9 players, then that place in the batting order is an out.

3. **Batting Rules:**

a. **Approved Bats:**

Bats must meet USA Baseball bat standard. Approved bat list can be found at usabat.com. Look for the USA Baseball logo on the taper of a bat to know it is approved. Approved youth bats are 27" – 32" with barrel diameters up to 2 5/8".

b. **All players will bat:**

All players present and eligible to play will be listed in the batting line up. Late players must be added to the bottom of the batting order.

c. **Helmet Rule:**

You must wear your helmet with a MASK (Chin Straps is optional) at all times while hitting, base running, or on deck. **PENALTY:** Team gets 2 warnings, and then the player is called out. If a player makes an out then takes the helmet off, you will get another out. **NOTE:** The penalty must have happened during a "Live ball" situation. It cannot be enforced on a dead ball situation.

All Helmets Must have Masks.

d. **10 Batter rule:**

10 batters or 3 outs will constitute an inning. The inning will end after the umpire has stopped play after the ball becomes dead and the umpire calls time.

e. **10 batters last inning:**

Ten batters per innings will be waived for the sixth inning only in the 9-10U division.

f. **Slinging the Bat:**

The umpire can do one of three things: 1. Warn the batter. 2. Call the batter out. 3. Eject the player (the bat must endanger the safety of others to warrant ejection for the first time). **AFTER THE 2ND WARNING AN OUT WILL BE CALLED.**

g. **Base on Balls:**

NO BASE ON BALLS ALLOWED EXCEPT ONE INTENTIONAL WALK PER PLAYER PER GAME. THE COUNT WILL REMAIN 3 AND 2 UNTIL BALL IS HIT OR A STRIKE OUT OCCURS EXCEPT SITUATION ALREADY MENTIONED. NO PLAYER MAY BE WALKED ANY MORE THAN ONCE PER GAME. ***BATTER CAN STRIKE OUT LOOKING***

h. **Batted Ball hits Pitching Machine:**

When a batted ball hit a pitching machine or the extension cord off the ground, it is considered a "DEAD BALL SINGLE" and batter/runner will be awarded first base will all runners moving forward if forced. If the 10th batter hits the pitching machine, pitching machine cord, or the ball comes to rest around or under the pitching machine, it will be a dead ball single and an eleventh batter will come to bat. No more than 11 batters in an inning.

i. **Bunting**

Bunting will be allowed. **NO FAKE BUNT!!** If a batter shows bunt and then swings an out will be called.

j. **Umpire Will Call Strikes:**

Three strikes constitute an out and a batter is not allowed to run if the catcher drops or misses the third strike. Other runners may advance at their own risk.

4. **Base Running:**

a. **Missing a Base:**

Runner missing a base will be an **APPEAL PLAY**. Head coach must call time, request an appeal from the umpires.

b. **Base Runners:**

Stealing will be allowed once the ball reaches home plate. **WHEN STEALING 2ND OR 3RD, RUNNERS CANNOT ADVANCE ON AN OVERTHROW. NO STEALING HOME.**

c. **Stopping Runner:**

Playing regular baseball (meaning: players cannot call "time," just because the ball is in the infield or with the pitcher doesn't mean "time" is called. Defense must stop the lead runner, like regular baseball)

d. **Head First Sliding:**

No head first sliding, penalty is the runner is out. Diving back to a base is not sliding.

5. **Playing in the Field:**

a. **Catcher's equipment:**

Catcher mask/helmet, throat protector, shin guards and chest protector are required for boys and girls. Violations are treated as illegal equipment.

BOYS ARE REQUIRED TO WEAR A PROTECTIVE CUP.

b. **Pitchers Equipment:**

The pitcher must wear a mask

c. **Outfielders:**

The 4 (Four) Outfielders must be 10' behind the baseline.

d. **Thrown Ball hits Pitching Machine:**

If a thrown ball hits the pitching machine it is ruled dead as if the ball went into dead ball territory. Cord is part of the machine.

e. **12'x8' Box for Pitcher**

A 12 foot wide by 8 foot deep rectangle box centered on the pitching plate in which the player in the pitching position must remain until the pitch is delivered.

ALL OTHER RULES NOT COVERED IN THIS MANUAL WILL FALL UNDER GRPA OR GHSA.